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- [Digital rights management in a 3G mobile phone and beyond](#)  
Thomas S. Messerges, Ezra A. Dabbish  
October 2003  
DRM '03: Proceedings of the 3rd ACM workshop on Digital rights management  
**Publisher:** ACM Restricted Permissions  
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In this paper we examine how copyright protection of digital items can be securely managed in a 3G mobile phone and other devices. First, the basic concepts, strategies, and requirements for digital rights management are reviewed. Next, a framework for ...


**Keywords:** MPEG-21, copyright protection, cryptography, digital content, digital rights management, embedded system, key management, mobile phone, open mobile alliance, security

7 [Towards a framework for understanding the effectiveness of digital content exploitation strategies](#) [Ernst-Jan Goedvoik, Edward Faber, René W. Wagenaar](#)March 2004 **1 CEC '04: Proceedings of the 6th international conference on Electronic commerce****Publisher:** ACMFull text available:  [Pdf](#) (259.74 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)**Bibliometrics:** Downloads (6 Weeks): 6, Downloads (12 Months): 42, Downloads (Overall): 511, Citation Count: 0



Due to initiatives like Napster and Kazaa the business case for delivering protected digital content remains problematic. Still little is known about the effectiveness of content exploitation strategies. In this paper the literature on content protection, ...

**Keywords:** content exploitation, content protection8 [How DRM-based content delivery systems disrupt expectations of "personal use"](#) [Deirdre K. Mulligan, John Han, Aaron J. Burstein](#)October 2003 **DRM '03: Proceedings of the 3rd ACM workshop on Digital rights management****Publisher:** ACM  [Request Permissions](#)Full text available:  [Pdf](#) (416.68 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)**Bibliometrics:** Downloads (6 Weeks): 36, Downloads (12 Months): 234, Downloads (Overall): 3482, Citation Count: 9

We set out to examine whether current, DRM-based online offerings of music and movies accord with consumers' current expectations regarding the personal use of copyrighted works by studying the behavior of six music, and two film online distribution ...

**Keywords:** access control, content distribution, copyright, digital rights management, fair use, personal use, privacy9 [netWorker: Volume 12 Issue 3](#) September 2008  
**Publisher:** ACM

netWorker

Full text available:  [Digital Edition](#),  [Pdf](#) (4.35 MB)Additional Information: [full citation](#)**Bibliometrics:** Downloads (6 Weeks): 24, Downloads (12 Months): 219, Downloads (Overall): 241, Citation Count: 010 [Adjusting forward error correction with temporal scaling for TCP-friendly streaming MPEG](#) [Huahui Wu, Mark Claypool, Robert Kinicki](#)November 2005 **Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 1 Issue 4**Publisher:** ACM  [Request Permissions](#)Full text available:  [Pdf](#) (553.53 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)**Bibliometrics:** Downloads (6 Weeks): 5, Downloads (12 Months): 63, Downloads (Overall): 569, Citation Count: 2

New TCP-friendly constraints require multimedia flows to reduce their data rates under packet loss to that of a conformant TCP flow. To reduce data rates while preserving real-time playout, temporal scaling can be used to discard the encoded multimedia ...

**Keywords:** MPEG, Multimedia networking, TCP-friendly, forward error correction11 [Pervasive games: bringing computer entertainment back to the real world](#) [Carsten Magerkurth, Adrian David Cheok, Regan L. Mandryk, Trond Nilsen](#)July 2005 **Computers in Entertainment (CIE)**, Volume 3 Issue 3**Publisher:** ACM  [Request Permissions](#)Full text available:  [Pdf](#) (507.00 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)**Bibliometrics:** Downloads (6 Weeks): 125, Downloads (12 Months): 650, Downloads (Overall): 3900, Citation Count: 29

This article gives an introduction and overview of the field of pervasive gaming, an emerging genre in which traditional, real-world games are augmented with computing functionality, or, depending on the perspective, purely virtual computer entertainment ...

**Keywords:** CSCP, entertainment, pervasive computing, pervasive games, ubiquitous computing

12 [Adaptation e-learning contents in mobile environment](#)



Kim Svetlana, Yongik-Yoon

November ICI S '09: Proceedings of the 2nd International Conference on Interaction Sciences: Information Technology, Culture and Human

**Publisher:** ACM [Request Permissions](#)

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**Additional Information:** [full citation](#), [abstract](#), [references](#)

**Bibliometrics:** Downloads (6 Weeks): 5, Downloads (12 Months): 5, Downloads (Overall): 5, Citation Count: 0

Mobile and ubiquitous computing devices are transforming the way that learners study. But most of learning contents, designed for desktop, are not suitable for handheld devices. This paper presents ALVC (Adaptation Learning Video Content), an architecture ...

**Keywords:** MPEG-21, adaptive learning content, secure, streaming, transcoding

13 [A four-layer model for security of digital rights management](#)



Eric Diehl

October DRM '08: Proceedings of the 8th ACM workshop on Digital rights management 2008

**Publisher:** ACM [Request Permissions](#)

Full text available: [PDF](#) (2.62 MB)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 40, Downloads (12 Months): 296, Downloads (Overall): 328, Citation Count: 0

Defining Digital Rights Management (DRM) is a complex task. There is no unique universal definition. There are many legal, economic, functional, and technical definitions. This complexity induces also that there is not one unique modeling of DRM. Each ...

**Keywords:** digital rights management, drm, dtcp, dvb, oma, rights enforcement

14 [Designing overlay multicast networks for streaming](#)



Konstantin Andreev, Bruce M. Maggs, Adam Meyerson, Ramesh K. Sitaraman

June SPAA '03: Proceedings of the fifteenth annual ACM symposium on Parallel algorithms and architectures 2003

**Publisher:** ACM [Request Permissions](#)

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**Bibliometrics:** Downloads (6 Weeks): 2, Downloads (12 Months): 30, Downloads (Overall): 461, Citation Count: 4

In this paper we present a polynomial time approximation algorithm for designing a multicast overlay network. The algorithm finds a solution that satisfies capacity and reliability constraints to within a constant factor of optimal, and cost to within ...


**Keywords:** approximation algorithms, network design, network reliability, streaming media

15 Save the sprint across campus: bring the classroom to the helpdesk
 Mat Felthousen
October 2007 **SI GUCCS '07: Proceedings of the 35th annual ACM SIGUCCS conference on User services****Publisher:** ACM  [Request Permissions](#)Full text available:  Pdf (1.33 MB)**Additional Information:** [full citation](#), [abstract](#), [index terms](#)**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 15, Downloads (Overall): 59, Citation Count: 1


At the University of Rochester, Classroom Technology is responsible for technology support for over 80 rooms, as well as computing/printing support for more than 400 computers and 24 printers spread across 15 buildings on two different campuses. All ...

**Keywords:** classroom support, crestron, helpdesk16 Mediazine - a combination of television, radio, WWW, telecommunication and 3D computer sound and
 graphics
Norbert Schiffrer, Harimut ChoduraSeptember **CVE '00: Proceedings of the third international conference on Collaborative virtual environments 2000****Publisher:** ACM  [Request Permissions](#)Full text available:  Pdf (1.45 MB)**Additional Information:** [full citation](#), [abstract](#), [references](#), [index terms](#)**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 9, Downloads (Overall): 228, Citation Count: 0

The Mediazine is a distributed interactive multimedia magazine for the Internet including text, applications, images, live audio, live-video, animations, 3D computer graphics. Users and Actors can interactively meet each other in a shared virtual environment ...

**Keywords:** collaborative virtual workspace, cooperation, multimedia streams, software agents17 Enabling secure distribution of digital media to SD-cards
 Dulce Poncelson, Stefan Nusser, Vladimir Zbarsky, Julian Cerruti, Sigfredo Nin
October 2006 **MULTIMEDIA '06: Proceedings of the 14th annual ACM international conference on Multimedia****Publisher:** ACM  [Request Permissions](#)Full text available:  Pdf (304.38 KB)**Additional Information:** [full citation](#), [abstract](#), [references](#), [index terms](#)**Bibliometrics:** Downloads (6 Weeks): 10, Downloads (12 Months): 46, Downloads (Overall): 392, Citation Count: 0


As the marketplace for digital media increases we witness the rise of new media distribution models where timely delivery, convenience, privacy and personalization are essential features of competitive offerings. Consumers are looking for innovative ...

**Keywords:** CPRM, SD-video, SDCard, content protection, digital media, download, secure media distribution, security18 Canonical processes of media production
 Lynda Hardman
November **MHC '05: Proceedings of the ACM workshop on Multimedia for human communication: from capture to convey 2005****Publisher:** ACM  [Request Permissions](#)Full text available:  Pdf (102.79 KB)**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 27, Downloads (Overall): 205, Citation Count: 7

Creating compelling multimedia presentations is a complex task. It involves the capture of media assets, then editing and authoring these into one or more final presentations. Tools tend to concentrate on a single aspect to reduce the complexity of the ...


**Keywords:** media annotation, media capture

19 [A privacy-preserving interdomain audit framework](#)

 Adam J. Lee, Parisa Tabriz, Nikita Borisov

October 2006 WPES '06: Proceedings of the 5th ACM workshop on Privacy in electronic society

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (4.55 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 13, Downloads (12 Months): 80, Downloads (Overall): 429, Citation Count: 2

Recent trends in Internet computing have led to the popularization of many forms of virtual organizations. Examples include supply chain management, grid computing, and collaborative research environments like PlanetLab. Unfortunately, when it comes ...


**Keywords:** data obfuscation, distributed audit, logging

20 [Revisiting multimedia streaming in mobile ad hoc networks](#)

 Peng Yue, Surendar Chandra

May 2006 NOSSDAV '06: Proceedings of the 2006 international workshop on Network and operating systems support for digital audio and video

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (205.00 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

**Bibliometrics:** Downloads (6 Weeks): 5, Downloads (12 Months): 75, Downloads (Overall): 110, Citation Count: 0

Mobile ad hoc networks have been the subject of active research for a number of years. This paper investigates the feasibility of using such networks for transmitting multimedia streams. We observe that wireless network IO operations can be expensive ...

**Keywords:** MANET, multimedia streaming, resource management

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